

Computing

‘Whether you want to uncover the secrets of the universe, or you want to pursue a career in the 21st Century, computing is an essential skill to learn’

Professor Stephen Hawkin

We believe that computing capability is an essential skill for life and enables learners to participate more readily in a rapidly changing world. The skills we learn in computing are transferable across the curriculum; they are taught in computing lessons, but then used across subjects, just as we do with reading and writing.

In line with the National Curriculum, we aim to provide a high-quality computing education that equips pupils to use computational thinking and creativity to understand and change the world. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

Computing curriculum planning and organisation:

Our school follows the Sheffield Primary Computing Progression Framework. It is a detailed scheme that is sequenced in order to meet with current curriculum standards. Computing is divided into five strands:

- What is a Computer? Key skills
- Presenting information & Multimedia
- Data
- Programming and Algorithms
- Digital Literacy

Each of these strands is broken down to demonstrate progression from EYFS to Year 6.

Assessment:

Children's learning in computing is assessed formatively by observing and making informal judgements across the five strands. Assessment information is used to adapt the pace at which children progress through lessons and schemes of work.

